

COMPETITIVE AND DEFENSIVE BIDDING	LEADS AND SIGNALS			CONVENTION CARD THE POLISH BRIDGE UNION																						
OVERCALLS: light on 1 level possible, sound on 2 level; 2♣ response – Drury with fit or cuebid; One over one response – non-forcing	Against suit: honours - natural; spots – normally 2nd Against NT: 4 th best, honours leads – A or Q – asks for attitude, K asks for count or unblock, spots – 2 nd (in unsupported partner's suit - natural)			Piotr Gawryś Michał Klukowski 53rd European Team Championships																						
TAKE OUT DOUBLE: up to 4♥ opening; Natural responses; Herbert negative only after double at 1♣ opening	From third honour – normally the middle, fourth or longer – fourth best Bold first leads against NT, <u>underlined</u> – first leads against suit if different then against NT;																									
1NT overall: (15)16-18 PC; On re-open position: (11)12-17 PC, can be without stopper in opener's suit	AK KD DW W10 10x AKx KDx DWx W10x 109 AKWx KDxx DW109 W1098 109x			BASIC SYSTEM: Polish Club																						
JUMP OVERCALLS: preemptive	AKW10x KDWx KD10x KW109 98x xx ADWx KW10x KD109x K109x xxx			1♣ opening: multimeaning with artificial 1♦ response																						
TWSUITERS: Cue bid – with highest from unbid suits; 2NT – two lowest unbid suits; after 1♣/♦ – 2♦ = both majors	AWxx Kxx Dxx Wxx 10xx xxxx KWxxx Kxxx Dxxx Wxxx 10xxx xxxxx Kxxxx Kxxxx D109x Wxxxx 10xxxx xxxxxx			1NT response: non-forcing after 1♥/♠ openings; Two-over-one – one round forcing																						
AGAINST 1NT OPENING: modified DONT: Direct: dbl – 1 minor or both majors; 2♣ - ♣ & ohter, 2♦ - ♦ & major, 2♥/♠ - natural at re-open: same After weak 1NT: dbl – 13+, 2♣ - majors; 2♦ - one major; 2♥/♠ - 5♥/♠ & 4+ minor	DISCARDS AND SIGNALS WHEN FOLLOWING SUIT: 1 – odd; 2 – even; D – discouraging; E –encouraging; L – Lavinthal;			OPENINGS WHICH CAN REQUIRE DEFENCE																						
AFTER STRONG 1♣:CRASH: dbl. - ♠♣ or ♥♦, 1♦ - ♠♥ or ♣♦, 1♥/♠ - nat.; 1NT - ♠♦ or ♥♣; 2 level overcall – light, natural	<table border="1"> <thead> <tr> <th></th> <th>Card:</th> <th>LOW</th> <th>HIGH</th> </tr> </thead> <tbody> <tr> <td rowspan="3">SUIT</td> <td>To partner's lead</td> <td>E, 2</td> <td>D, 1</td> </tr> <tr> <td>To declarer's lead</td> <td>2, L</td> <td>1, L</td> </tr> <tr> <td>When not follow the suit</td> <td>L, 2</td> <td>L, 1</td> </tr> <tr> <td rowspan="3">NO TRUMP</td> <td>To partner's lead</td> <td>E, 2</td> <td>D, 1</td> </tr> <tr> <td>To declarer's lead</td> <td>2, L</td> <td>1, L</td> </tr> <tr> <td>When not follow the suit</td> <td>L, 2</td> <td>L, 1</td> </tr> </tbody> </table>		Card:			LOW	HIGH	SUIT	To partner's lead	E, 2	D, 1	To declarer's lead	2, L	1, L	When not follow the suit	L, 2	L, 1	NO TRUMP	To partner's lead	E, 2	D, 1	To declarer's lead	2, L	1, L	When not follow the suit	L, 2
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LEBENSÖHL – after take out double against natural weak two in major; After our 1BA opening and opponent's interference on two level – Transfer lebensohl	2♣ - Precision (5+♣ & 4♥/♠ or 6+♣, 11-14 PC)	2♦ - 6-10 PC, 6+♥/♠	2♥ - 6-10 PC, 5+-5+ ♥ & minor																							
AFTER OPPONENT'S TAKE OUT DOUBLE: After 1♣ - (dbl): transfers at one level Jump in a new suit after 1♥/♠ - (dbl): suit + fit, except 1♥ - (dbl) - 3♦ [mixed raise] and 1♠ - (dbl) - 3♥ [mixed raise] After 1♥, 1♠ openings - (dbl): transfers	2♠ - 6-10 PC, 5+-5+ ♠ & minor		3NT – solid suit (can be also major, but in 7222 distribution only) without side stopper																							
	SPECIAL DOUBLES		4♣/♦ - 7+♣/♦, preemptive																							
	Support (up to 2♥), responsive, card-showing (points), maximal overcall double		PREEMPTS Light NV, sound V																							
	Lightner, lead directing		PSYCHICS: rare but possible																							

OPENING	TICK IF ARTIFICIAL	MIN. NUM. OF CARDS	NEG. DBL. UP TO	DESCRIPTION	RESPONSES	SUBSEQUENT BIDDING	MODIFICATIONS AFTER INTERVENTION AND PASSED HAND
1♣	X	0	3♠	12-14 PC, balanced or 4-4-1-4 distribution; or 15+ PC, natural; or 18+PC, any	1♦ - 0-6 PC, any; 7-11 PC, unbalanced without 4 in major suit; 16-17 PC, balanced without 4 in major suit; Major suits preference: without intervention and before pass only with hands up to 11PC; 2♣/♦ - 5+♠/♦, 4 in major suit possible, GF; 2♥ - 5(+)-4+♥, 6-9 PC; 2♠ - GF balanced (without 16-17 PC), no 4 in major suit	1♣-1♦-1♥/♠ = 3+♥/♠ 1♣-1♦-2♦ = any game forcing 1♣ - 1♥/♠ - 2♦ = GF, relay double checkback	major suits preference in competitive and defensive bidding
1♦		(4) 5	3♠	12-17 PC, 5+♦ (4 when 4441, or 5♣ - 4♦, 11-14 PC)	2♦ - inverted raise; 2♥ - 4+♥-5(+)-♠, weak; 2♠ - 4+♥-5(+)-♠, inviting; 3♣ - preemptive with 4+♦ support or any strong splinter; 3♦ - mixed raise; 3♥/♠, 4♠ - splinter not forcing to game	double checkback	major suits preference in competitive and defensive bidding
1♥		5	3♠	12-17 PC, 5+♥	1NT - non-forcing; 2♠ - 6+♠, 4-9 PC; 2NT - GF with 4 card♥ support; 3♣ - mixed raise or unbalanced invitation; 3♦ - balanced invitation with ♥ support; 3♠ - any minisplinter; 3NT - ♠ splinter; 4♣/♦ - splinters	1♥-1♠-1NT - double checkback continuation	major suits preference in competitive and defensive bidding; 2♣ - by passed hand - Drury with fit
1♠		5	4♥	12-17 PC, 5+♠	1NT - non-forcing, 2NT - GF with 4 card ♠ support, 3♣ - mixed raise or unbalanced invitation; 3♦ - balanced invitation with ♠ support; 3♥ - ♥, good suit, GF; 3BA - any minisplinter; 4♣/♦/♥ - splinters		2♣ - by passed hand - Drury with fit
1NT				(14)15-17 PC, balanced, can be 5 in a major, 5422 minors, 6322 minor longer	2♠ - Stayman; 2♦/♥ - transfers; 2♠ - transfer to ♠, or balanced invitation, no 4 cards in major suit; 2NT - transfer to ♦, weak or strong, or 5+-5+ minors, weak; 3♣/♦ - short suit, 5431 convention, possible 4-4-4-1/4-4-1-4 distribution; 3♥/♠ - short suit, 5431 convention; 4♣ - 5+-5+ majors, GF only; 4♦/♥ - Texas transfers	1NT - 2♣ - 2♦ - 2♠ - relay 1NT - 2♣ - 2♥/♠ - 3♣ - relay 1NT - 2♣ - 2♥/♠ - 3♦/♥ - slam-mish with 4♥/♠ support	negative double up to 3 level, Transfer lebensohl
2♣		5		Precision, 5♠-4M or 6♠, 11-14 PC	2♦ - relay; 2♥/♠ - natural, NF; 2NT - puppet to 3♠ (preemptive with club support, or 5+-5+ without clubs, GF, or 16-17(18) PC balanced, light slam invitation; 3♣/♦/♥/♠ - invitational bids		
2♦	x	0		minimulti : 6-10 PC, preempt in a major	2♥/♠ - p/c; 2NT - relay; 3♣ - 5+♥/♠, GF; 3♦ - ♠ or ♦, GF; 3♥ - p/c; 4♠ - bid a transfer to your long suit; 4♦ - show your long suit naturally; 4♥/♠ - to play	2♦-2NT - 3♣ - bad hand 3♦ - ♥, good hand 3♥ - ♠, good hand 3♠ - semisolid suit 3NT - solid suit	
2♥		5		6-10 PC, 5+♥ & 5+♣/♦	2♠ - natural, NF; 2NT - relay; 3♣ - pass or correct; 3♦ - invitation to 4♥; 3♥ - ♥ support, basically preemptive		
2♠		5		6-10 PC, 5+♠ & 5+♣/♦	2NT - relay; 3♣ - pass/correct; 3♦ - invitation to 4♠; 3♥ - natural, NF; 3♠ - ♠ support, basically preemptive		
2NT				(19)20-21(22) balanced (semi-balanced)	3♣ - Puppet Stayman; 3♦/♥ - transfers; 3♠ - 5+-4+ minors; 4♠ - transfer to ♦, strong, slam oriented hand; 4♥/♠ - Texas transfers		
3NT	x			solid suit, no side entry	4/5♣ - pass or correct; 4♦ - relay		
4♣		7		preemptive			
4♦		7		preemptive			
						SLAM BIDDING	
						Roman Key Card Blackwood (responses 102); Exclusion Blackwood (responses 012); cue-bids, splinters	

